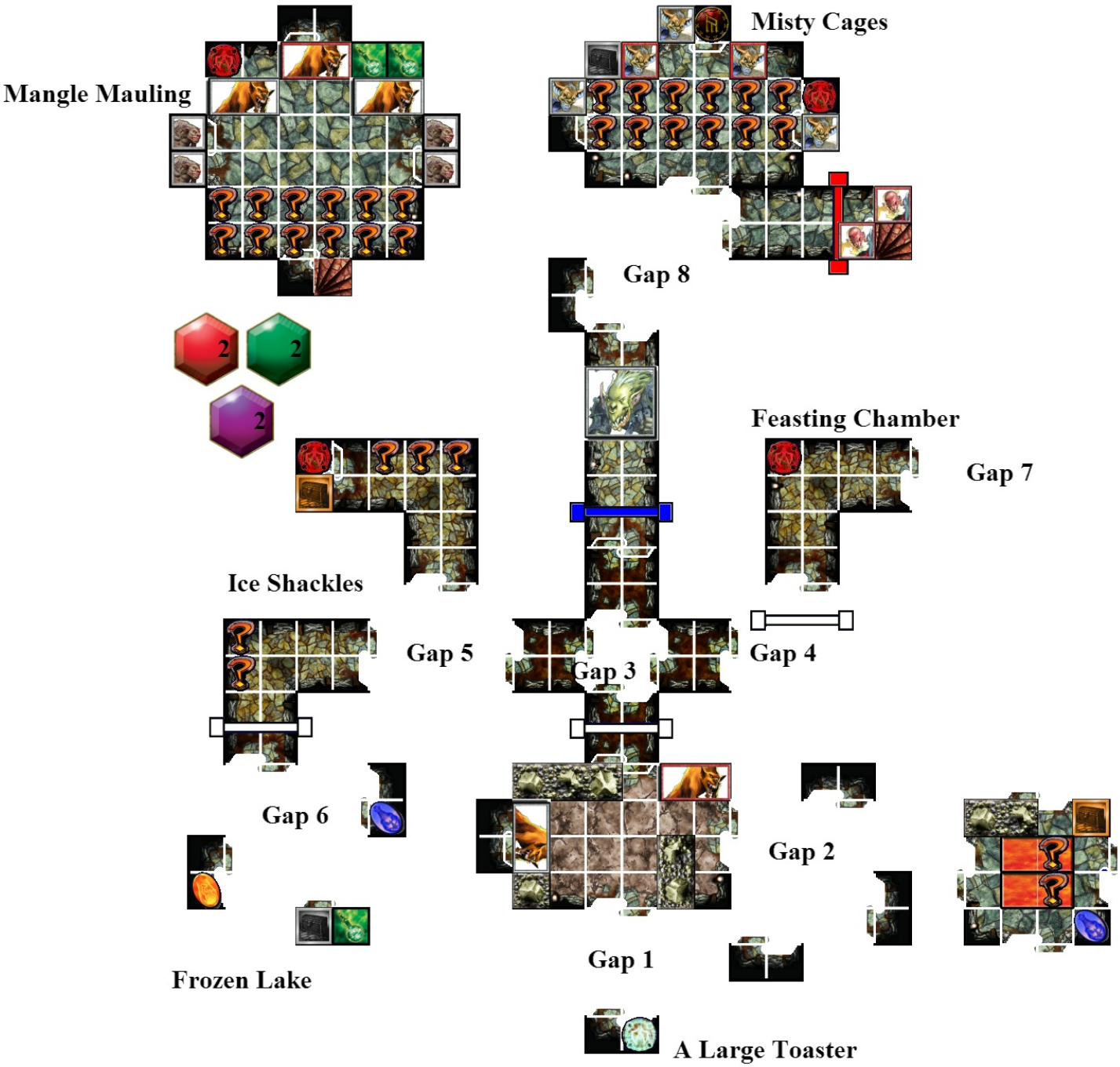
Shattering Glacier



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Shattering Glacier

By Elliots Last Gasp

Scenario Background

Vincen brought the Heroes before the King in his chamber in the Castle of Champions after their victory in the Barracks. The Heroes knealt down as of before. "My Lord the barracks has been reclaimed and the brothers destroyed," the captain spoke.
"Good, maybe I wont have to send these filthy wretches to their deaths after all," the King spoke.
"Sire, I think it's best to let them out on their own leash now they did take part in this and I doubt we would of reclaimed that barracks without them," Vincen added.
"You going soft Vincen? I seriously hope not I don't want to kick you out for disloyalty," the King spat.
Everyone was silent until Vincen unchained the Heroes handcuffs and let them go. "I'll be in my quarters if anyone wants me," Vincen glared and left with a more serious look to be left alone than to be wanted.
"You four!" the King yelled just before they left the golden hall. "I suggest you leave here and take this on board you're being watched, don't step toes out of line because my blade might just slip into your chest, you've got Vincen's loyalty but if you think that will save you, you have another thing coming, get out."
The Heroes returned to The Fallen Frog Family Inn and was greeted by Usklor and Mad Hat Sting. "We saw the smoke from the barracks I am glad to see you're safe," Mad Hat Sting said and when the Heroes didn't reply he opened his mouth again. "We know you're not meant to be with us but I'm afraid you have no choice you may remember what Usklor was saying to you," when the Heroes shook their heads Usklor stood from his seat.
"Naslam the Naga head of my old Order has named you as dangerous and has sent out spies to come and deal with you if you leave before sunset you can make it to the Frozen Wastes within four days. While you are there you can also retrieve his Black Ruby," Usklor stalled for a minute then remembered ", oh we cannot meet here for a while so we will meet back at the abandoned Beastman Gheeto on the outskirts of Aguyas in ten days."
The Heroes were about to leave when Mad Hat Sting spoke ", don't forget the importance of this."
Sneaking out on a ship from the Black Market Port their Captain a man named Tannaruk who promised them a safe and untrackable journey. Arriving at the Frozen Wastes the Heores payed the Captain enough to make him wait a week before leaving just incase.
After moving for about an hour they found the path they were looking for through the snow until a crack from underneath them sounding very bad opened up and the Heroes collapsed down under the ice.

Mission Goals

The Heroes have fallen into a nest of Wendigo, they must escape the icy tunnels of frost, mist and ice before the Wendigo tear them limb from limb. As everyone knows it's not getting to the Frozen Wastes that's the problem it's getting back.

Important: The Heroes start with 5 Conquest Tokens.

All Hell Hounds in this Quest are Wendigo's (doesn't include spawned).
Templates: At times this maybe hard to understand but I have tried my best to make it doable and possible to fit in the new Tomb of Ices peices.

Gap 1: This peice is the new 2x3 corridor peice in Tomb of Ice.
Gap 2: This peice is the new 4x4 room A peice in Tomb of Ice to the right of this gap shows what is on top of it however, the lava are burn tokens and the ?'s are two heroes.
Gap 3: This peice is the new 2x2 junction peice in Tomb of Ice.
Gap 4: This peice is the new sharp corner peice in Tomb of Ice.
Gap 5: This peice is the new versoin of the T junction used previously that came in Tomb of Ice.
Gap 6: This peice is the new 4x4 room D peice in Tomb of Ice. It also has the Lake Template on top that came in Road to Legend in the middle of the lake is a Master Troll.
Gap 7: This peice is the new 10x10 area in Tomb of Ice it also has 1x2 end peices attached to it. It has 2 Ice Wyrms at the top and bottom of the room. (From the were the Heroes see when they enter on the left and right). There is also 2 Master Razorwings, 2 Wendigo both next to a Ice Wyrm each and finally there is 2 Silver Chests placed where the Overlord wants them as well as 2 Invisibility potions, 3 stacks of coins and the Blue Rune Key.
Gap 8: This peice is the new 4x4 room C peice in Tomb of Ice.

A Large Toaster

"Hurry up Reapere I'm starving here and why can't we cook the others at the same time?" one Wendigo gnarled to another.
"You'll get your meat soon enough Slunk, wait the others are stirring knock them out," Reapere ordered.
"You knock them out, I always have to do this stuff for you, I'm not your dog, do it yourself."
"Just do it before they wake!"

Important: Slunk is the same as a normal Wendigo except he has 3 less health.
Reapere is the same as a normal Master Wendigo except has 2 less health.
Place two Heroes of the Heroes choice were the ?'s are and not the ?'s these Heroes are unactive till one of the other Heroes goes adjacent to him/her. They still have all the gear they buy at the start of the game as usual.

Ice Shackles

Loud shrieks are coming from prisoners chained to the wall bound in ice no matter how hard to Heroes try they cant get the prisoners free.

Important: Ice is crawling under the Blue Rune Locked Door, at the start of each of the Overlords turns place an ice token nearest to the door slowly moving forward.
The?'s in this room are Prisoners used Hero figures for them.
When the Ice shatters after the Ice Wyrm dies in the Feasting Chamber the prisoners go free but Wendigo patrols are still out there roll a piower dice for each one
Enhancement : Prisoner Dies
Surge : Prisoner is taken away to be imprisoned.
Blank: Prisoner escapes.
For each one that dies you lose a Conquest Token, For each one that escapes you recieve one. On the surge wait until Mangle Mauling for the scenario.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Frozen Lake

A massive Frozen Lake stretches across this room were a giant icy stone statue of a Troll stands in the middle. Frost lies heavily over the lake as the Troll stays still as ever.

Important: Put frost tokens over the lake when they are trod on roll a power die.
Enhancement: Nothing Happens
Surge: The ice beneath the frost cracks and falls into the lake take of the frost token. Give the Hero a water tile it takes him an action to crawl out of the water and onto an adjacent square if it is a frost tile do the power idce roll again.
Blank: All of the ice cracks the Troll awakens remove all the frost tiles the Troll is not affected by the water however, the Heroes can't fight in the water except by magic and it takes them two extra movement to move in it.

Feasting Chamber

Wendigo are feasting on their arch nemisis in here the Ice Wyrms scavenging Razorwings are skining the bones that are being thrown away from the Wyrms giant carcus. Two Ice Wyrms lay motionless one is being stripped of flesh the other almost seems intact.

Important: See Gap 7 for the map, the two Ice Wyrms here are not active!
Read when all the Razorwings are dead in the Chamber, suddenly the untouched Ice Wyrm that was thought to be dead stirred is groans due to the bite in his neck. Yet still stumbles to his feet and charges. Choose an Ice Wyrm to become active.
Read when the Ice Wyrm dies: As the mgihty beast crashes into the ground the sound of glass shattering sounds and many screams sound loudly. Remove all the Ice from the Blue Rune Locked Door and proceed with what the important from Ice Shackles said.

Misty Cages

The room is completely covered with mist as a cage rolls towards the Heroes door open as bats screach through the mist.

Important: The ?'s are actually mist tokens.

Mangle Mauling

Daylight can be seen ahead but the alpha male of the Wendigo pack is standing directly in the way.
Read if any prisoners survived:
The Prisoners that survived are chained to the walls in here some are already dead but they may of also been previous victims.

Important: The Kobold's here are more prisoners that didn't get away or die they cannot move but can be attacked if they are hit by more than 4 damage they die. If the Heroes hit them with more than 4 damage they are freed. As before if they are freed the Heroes get a Conquest Token if they are killed they Heroes lose a Conquest Token.

The Master Wendigo here is Mangle he is the same as a normal Master Wendigo except does +5 Damage and has +5 Armor.
Read if the Heroes lose all their Conquest Tokens:
Wendigo gather round each ready to take a swipe and the fallen champions.

Read if the Heroes kill Mangle: There is an opening in the ice that leads to the surface crawling out the Wendigo tunnels the Heroes arrive on a path that stands three hundred or so yards from the Tower of the Naga Naslam. the Heroes Win.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.